

FREE FIGURE WORTH £1.25!



8th June 1985
1008 30p

GET ALONG GANG™



Hi Gang!

Have you got a talent? Mine's antler juggling! You'll see me in action in this week's Get Along Gang adventure! If you've ever fancied yourself as a magician - then you've bought the right comic - the Gang teach you some magical tricks on page 8. This week, Cloro and Digby take up fishing and the mystery deepens on page 18 when we discover whether or not Top Dog is a spy?

Montgomery

Have you written to the Good News Moose yet? If you have a good drawing, or you have a good idea, then pop it in the post to:

Mr. M. Moose,
Get Along Gang,
Marvel Comics,
23, Redan Place,
London W2 4SA

NEXT WEEK

A sticker badge of the Get Along Gang's one and only...

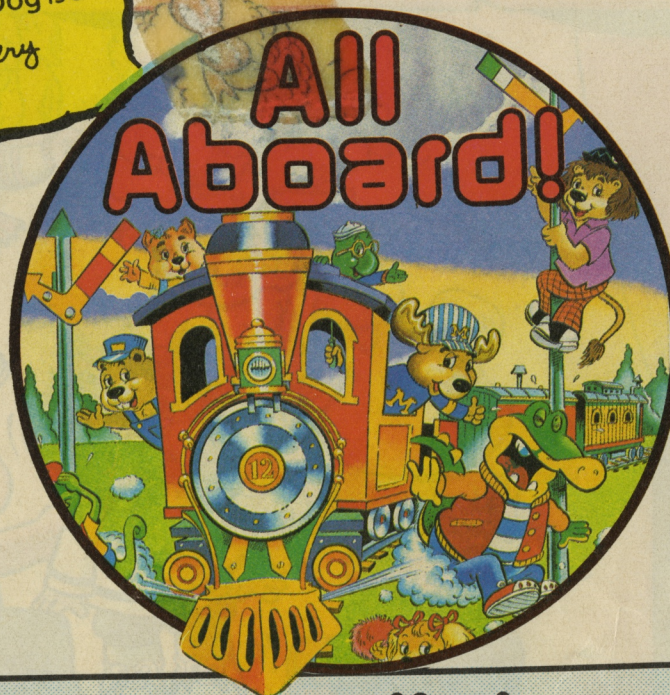
...MONTGOMERY
"GOOD NEWS" MOOSE!

Totally...

and absolutely...

FREE!

PLUS A treasure hunt in Green Meadow in which you are invited to join!



Have you got a birthday coming up? If you have, the Get Along Gang would like to wish you many happy returns in their comic. Please send a postcard, at least 7 weeks in advance, with your name and how old you'll be to:

Birthday Requests,
Get Along Gang,
23 Redan Place,
London W2 4SA.

GANG PROJECT

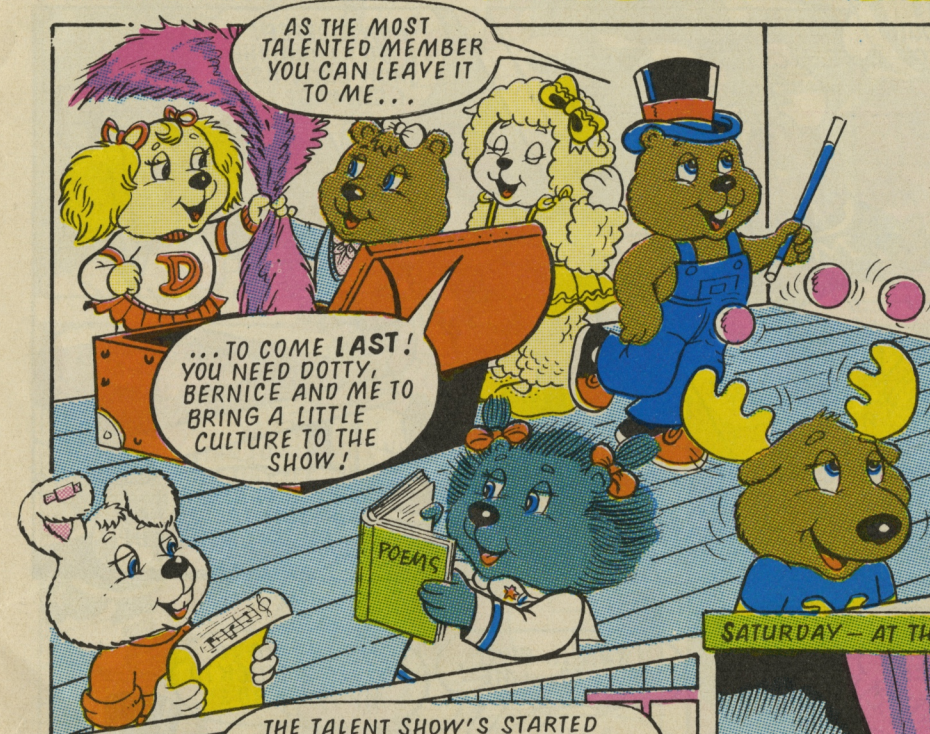
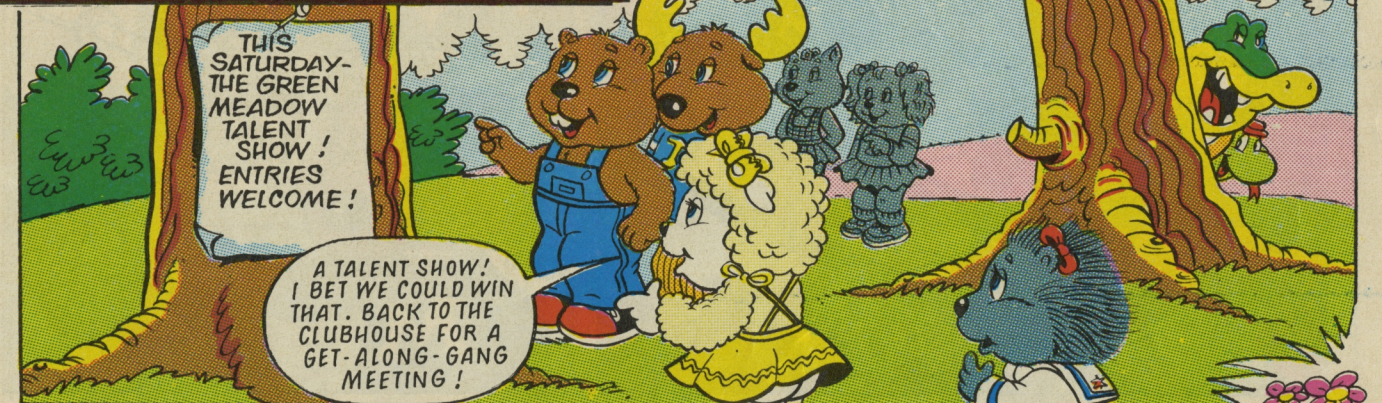
The Spotlight's on YOU!

Why don't you and your own Get Along Gang organise a Talent Show? Invite your friends and parents to come and watch! Can any of you dance like Woolma or break-dance like Braker Turtle? Perhaps one of you could sing or learn to play a musical instrument, some magical tricks, juggling, clowning or animal tricks if you have a pet. You've probably got some good ideas of your own - so get along and have fun!

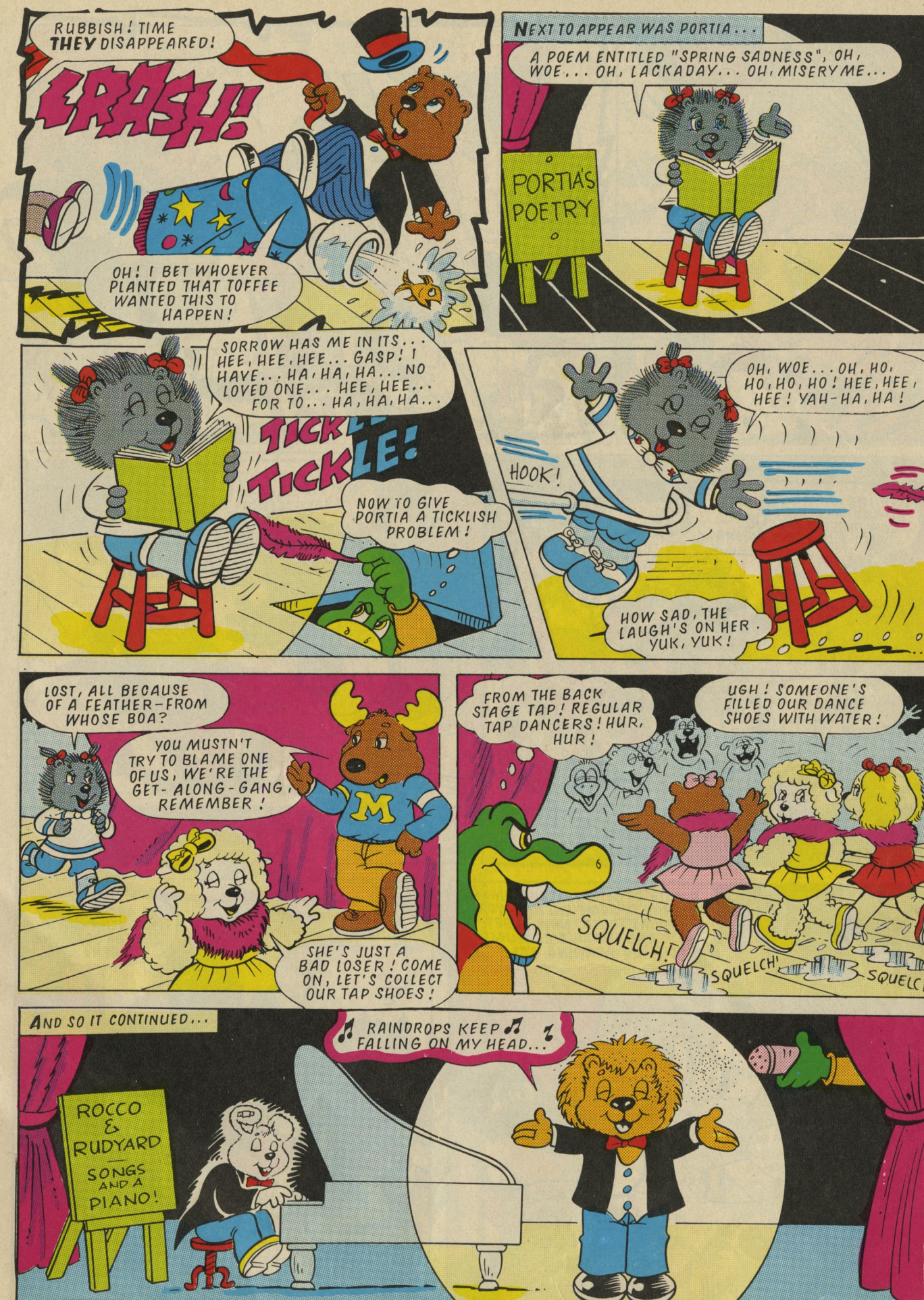
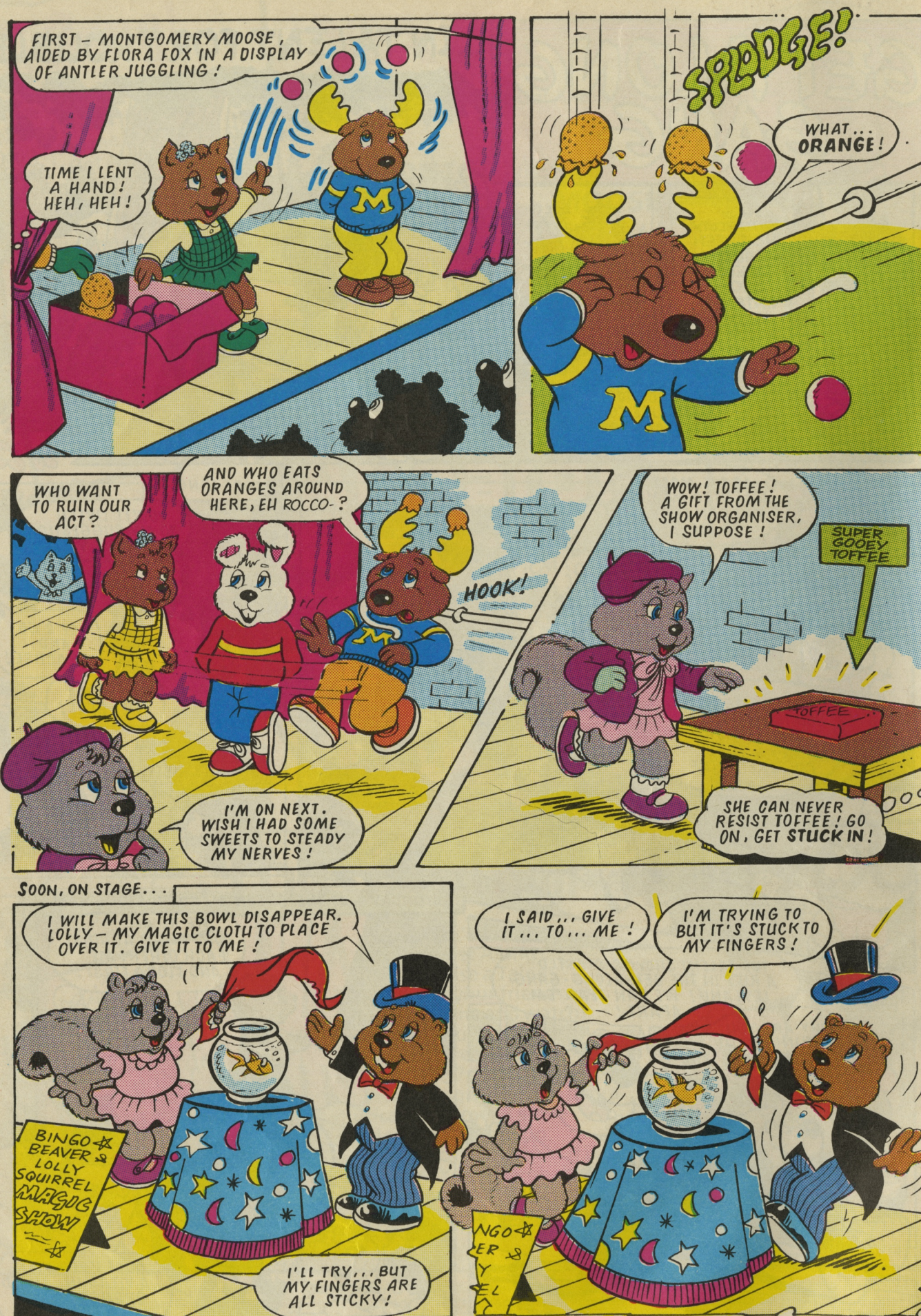


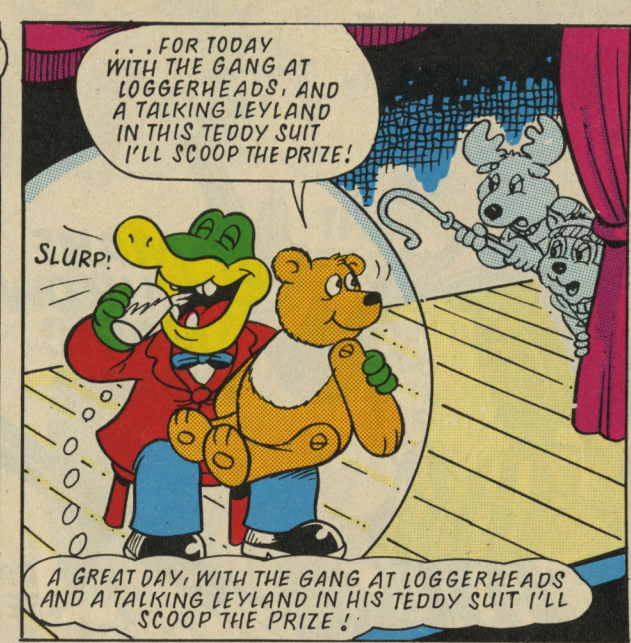
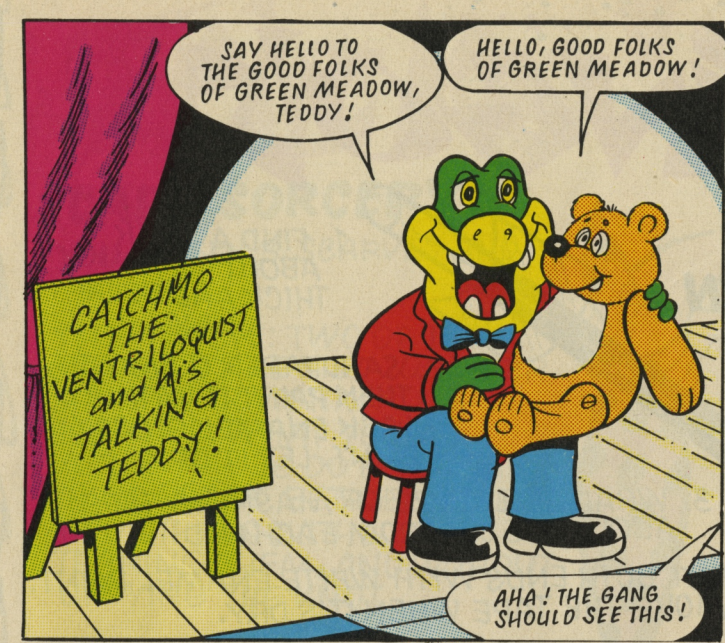
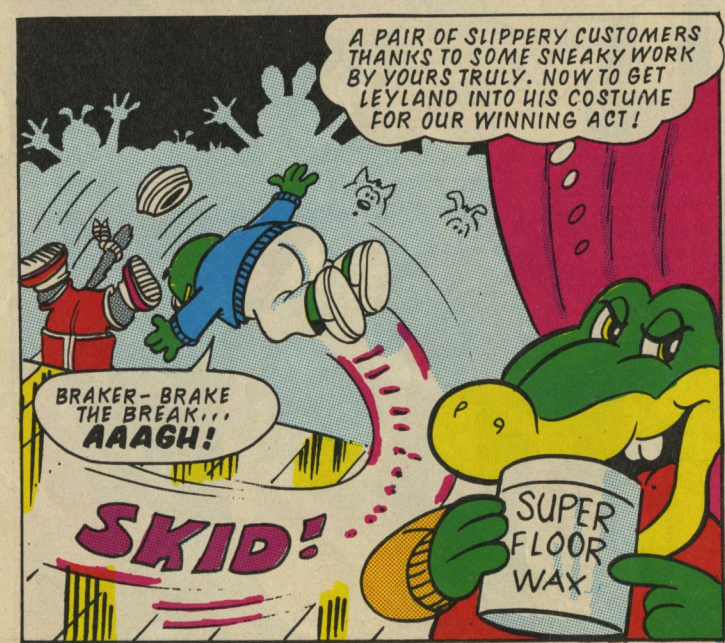
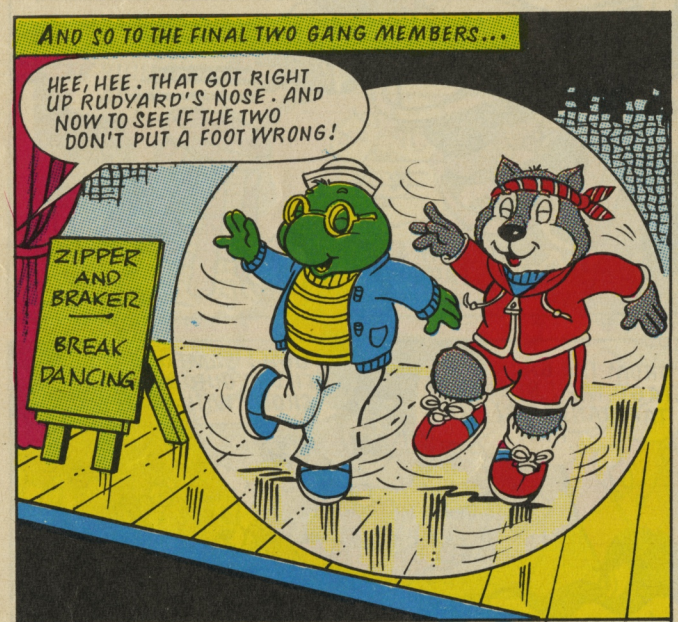
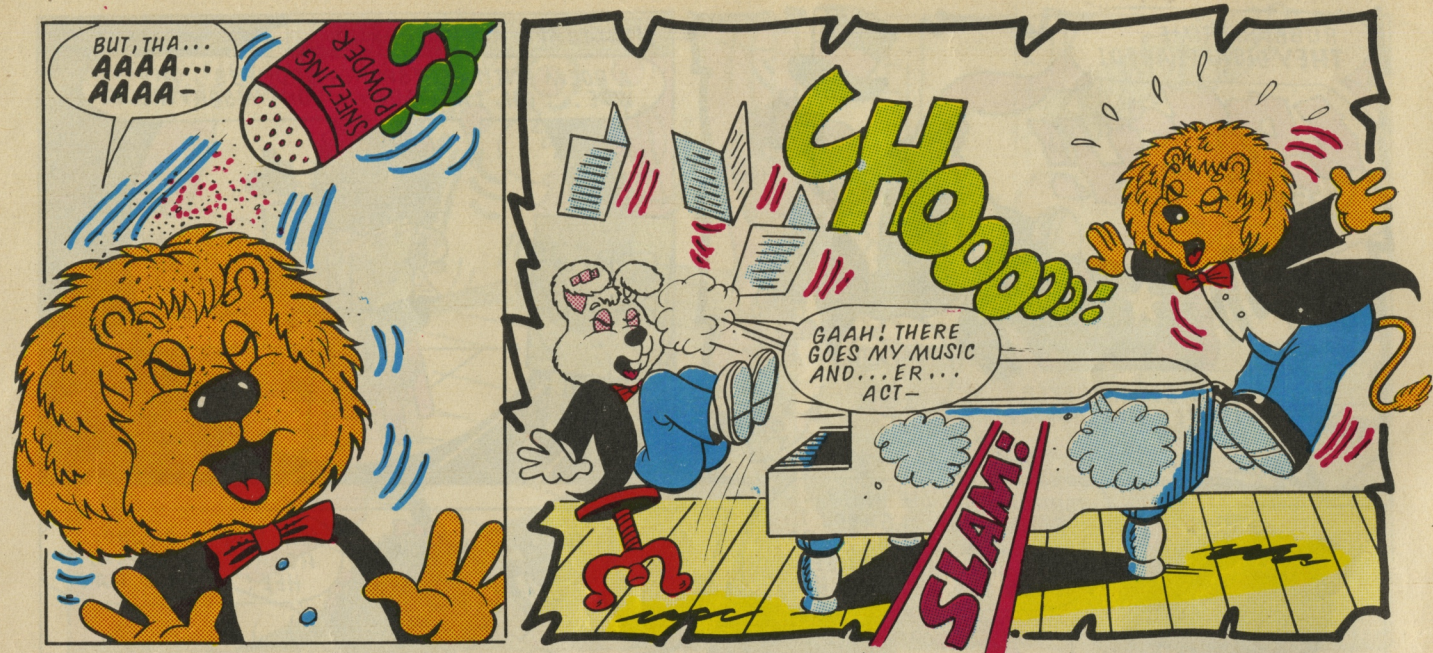
GET ALONG GANG

...IN TALENT FOR TROUBLE!

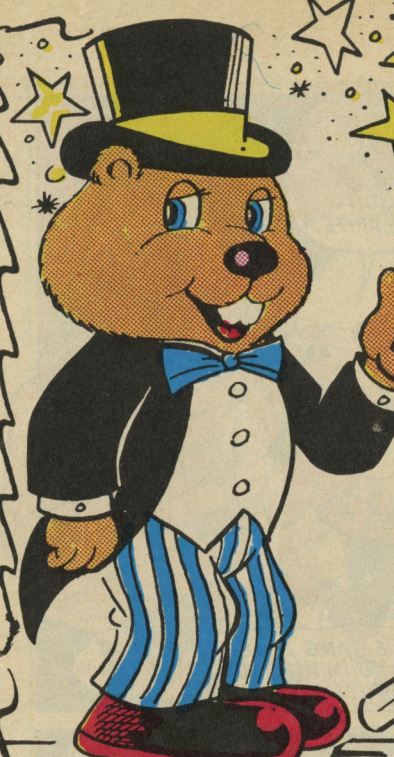


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BINGO'S



MAKE YOUR OWN MAGIC WAND!

1. FIND A STICK ABOUT 1.2 CM THICK AND 30 CM LONG.
2. SANDPAPER IT SMOOTH, THEN PAINT IT WITH A BLACK ENAMEL GLOSSY PAINT. LET IT DRY.
3. WRAP SELLOTAPE OR MASKING TAPE ABOUT 2.5 CM FROM EACH END.
4. PAINT BOTH ENDS WITH WHITE ENAMEL PAINT. REMOVE THE TAPE WHEN IT'S DRY.



THE GLASS CHALLENGE!

YOU NEED: A SHEET OF PAPER; A GLASS; A VICTIM.

PUT THE GLASS ON TOP OF THE PAPER. ASK IF ANYONE CAN REMOVE THE PAPER FROM UNDER THE GLASS. IF YOUR VICTIM WANTS TO TRY AND WHIP AWAY THE PAPER. STOP THEM BY SAYING YOU DON'T WANT A BROKEN GLASS.



THE SECRET...

ROLL UP THE PAPER FROM THE END VERY TIGHTLY. DON'T TOUCH THE GLASS! THE MIDDLE OF THE ROLLED PAPER PUSHES IT AWAY.



MAKE THE COIN DROP!

HERE'S ANOTHER CHALLENGE! BEND A MATCH INTO A 'V' SHAPE, (DON'T BREAK IT COMPLETELY) AND PLACE IT ON TOP OF A MILK BOTTLE. (EMPTY!) THEN CAREFULLY PLACE A HALFPENNY ON TOP OF THE 'V'. NOW CHALLENGE YOUR PALS TO MAKE THE COIN FALL INTO THE BOTTLE WITHOUT TOUCHING THE BOTTLE, MATCH OR COIN.

THE SECRET...

JUST LET A FEW DROPS OF WATER FALL ONTO THE BEND IN THE MATCH - THE 'V' WILL OPEN AND LET THE COIN FALL.



TRICKS!

SCARF SORCERY!

YOU NEED: 3 SCARVES AND A VICTIM.

THE TRICK: TWO OF THE SCARVES ARE TIED TOGETHER. SHOW YOUR VICTIM ALL 3 SCARVES. WHAT YOUR VICTIM HAS TO DO IS PUT THE THIRD SCARF BETWEEN THE TWO OTHERS WITHOUT TEARING THEM, AND WITHOUT UNTYING THE KNOT.

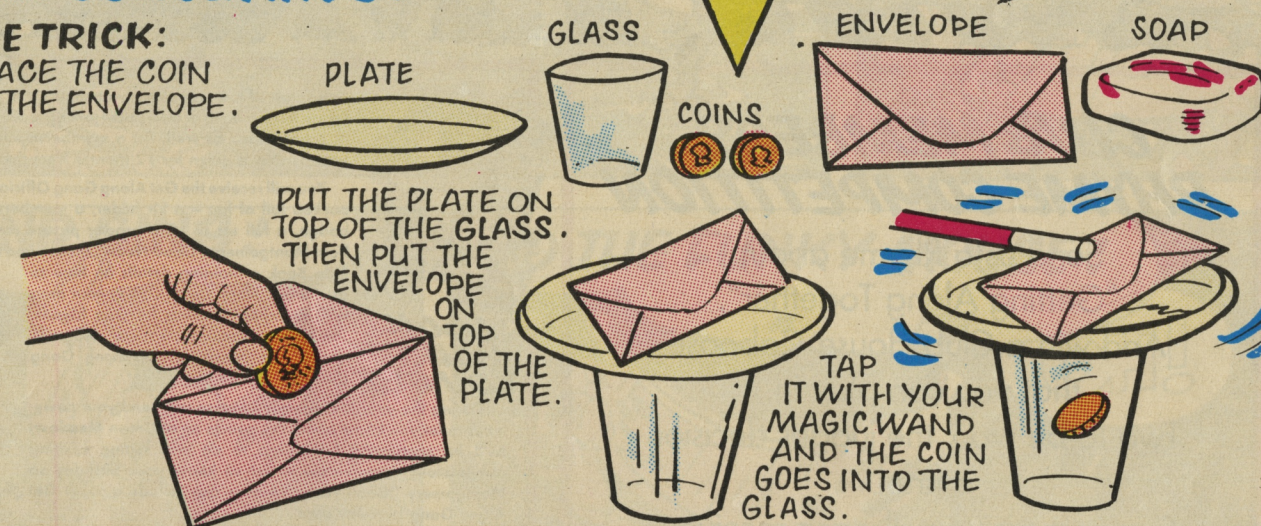


THE SECRET

THE THIRD SCARF IS TIED TO THE END OF THE OTHER TWO.

COIN CONJURING!

THE TRICK: PLACE THE COIN IN THE ENVELOPE.

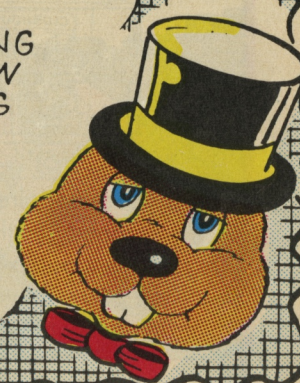


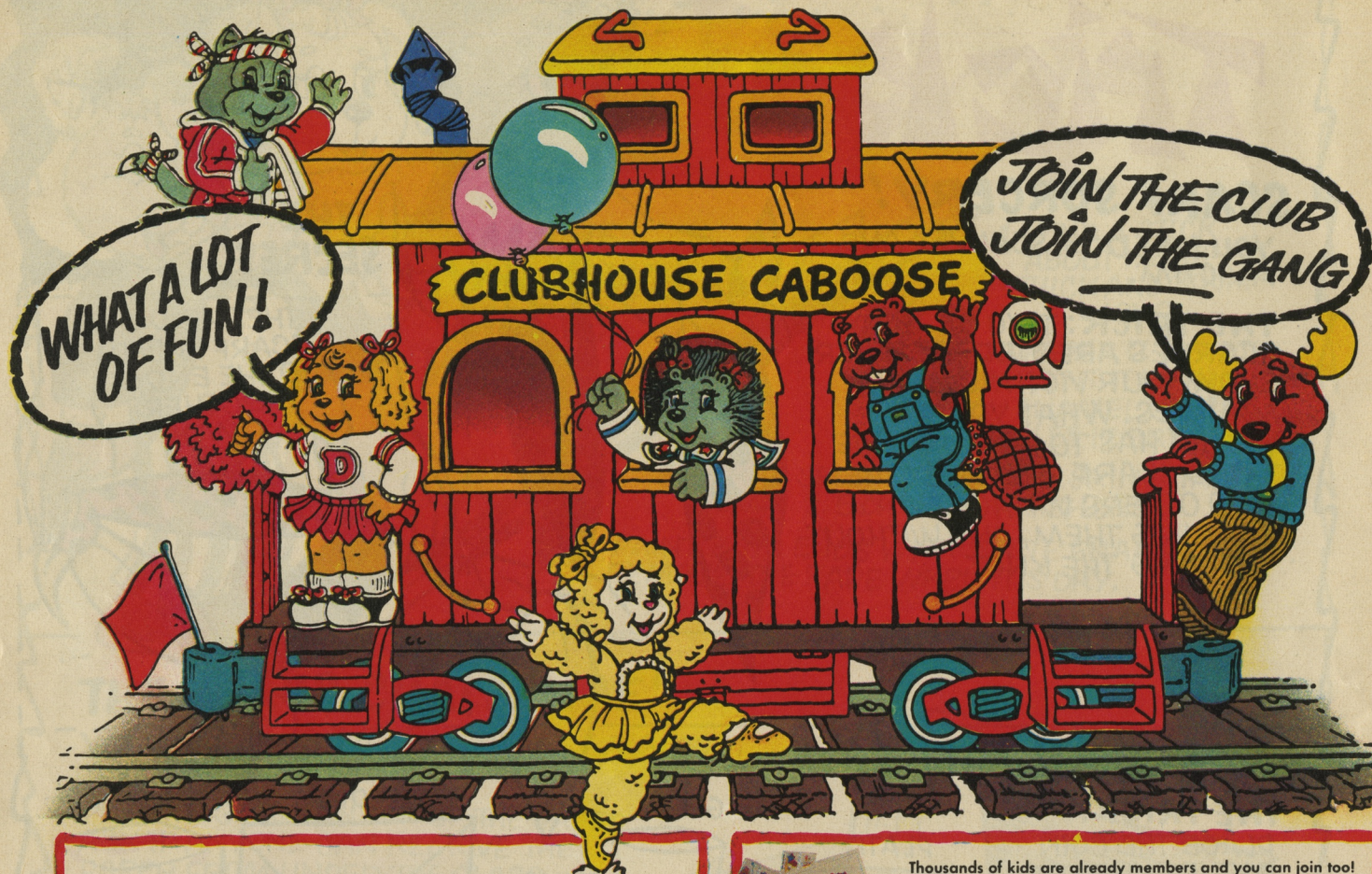
THE SECRET...

YOU HAD ALREADY STUCK A 2ND COIN UNDER THE PLATE WITH A BIT OF DAMP SOAP. THE TAP OF YOUR WAND DISLODGES THE COIN.

THE FIRST COIN WAS NEVER IN THE ENVELOPE. YOU DROPPED IT INTO YOUR LAP, OR KEPT IT IN THE PALM OF YOUR HAND.

HERE'S SOME TIPS! PRACTISE EACH TRICK. PLAN FOR DISASTERS. IF IT GOES WRONG, TELL A JOKE AND PRETEND IT WAS PLANNED. REHEARSE WHAT YOU ARE GOING TO SAY. DON'T MAKE THE SHOW TOO LONG. DON'T KEEP TRYING A TRICK THAT FAILS. INCLUDE SOME TRICKS FOR A PERSON IN THE AUDIENCE WHO THINKS THEY KNOW IT ALL. NEVER TELL YOUR SECRETS. DON'T GET STAGE FRIGHT.





CLUB MEMBERS RHYME COMPETITION

Send us a Rhyme about
"Getting Along Together",
And win a Club House Caboose
that you can play in.
Two to be won, the judges decision
is final.

Five runners up will each receive a
Get Along Gang Surprise Gift.

Send your entry to Get Along Gang Rhyme Competition
Green Meadow, Diss Norfolk, IP22 3HH



If you're not already a Club
member, fill in the membership
form opposite, with your fee,
and post with your
Competition entry.



**LOOK
WHAT
YOU GET**

During the year Montgomery Moose will send your news-
letter to let you know about the goings on at Green Meadow,
he'll be suggesting fun things to do and setting exciting
competitions - remember to let us know your birthday so
Montgomery "Good News" Moose can include a super Get
Along Gang birthday card.



**FREE
MINIATURE**

**A FUN CLUB FOR KIDS
COMPLETE AND POST NOW TO:**

The GET ALONG GANG CLUB, Green Meadow, Diss Norfolk, IP22 3HH, U.K.
I enclose £2.50 cheque/PO made payable to Get Along Gang Club.
Please enrol my child as an official member:-

Miss/Master

Address:

Postcode

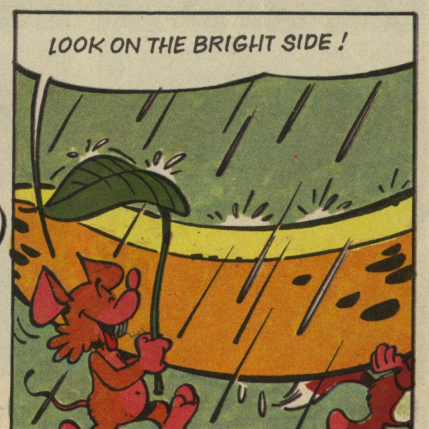
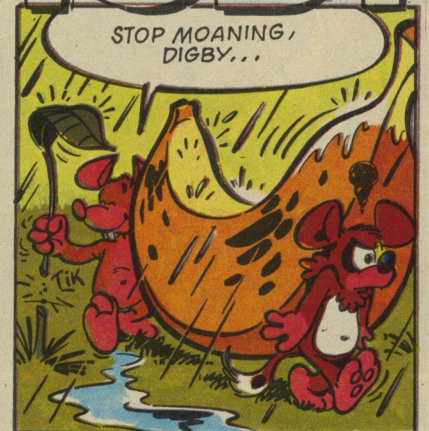
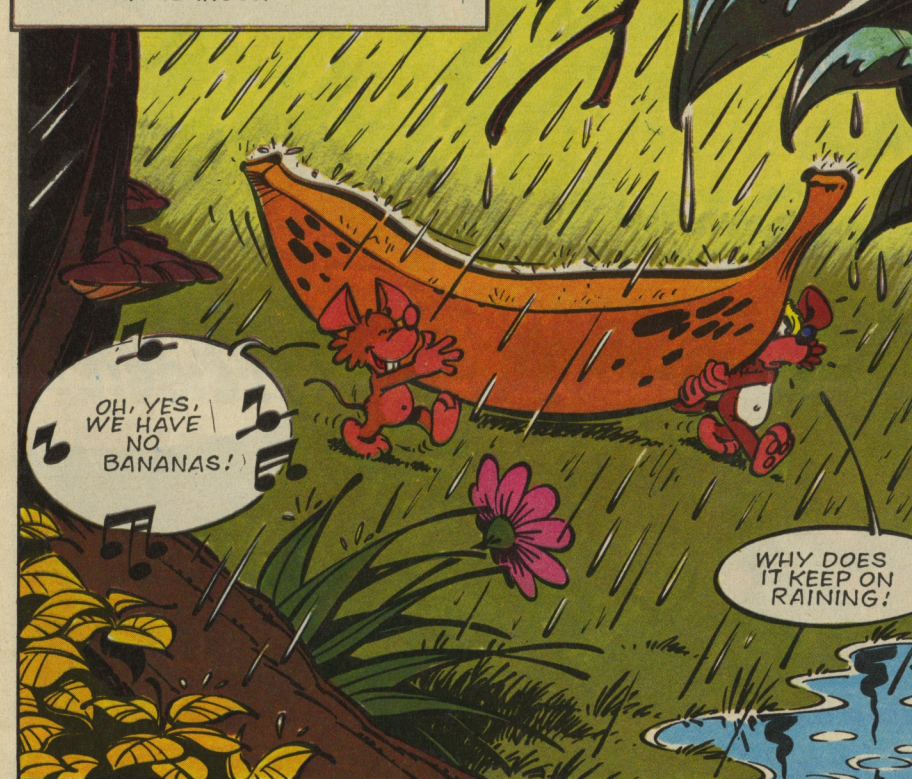
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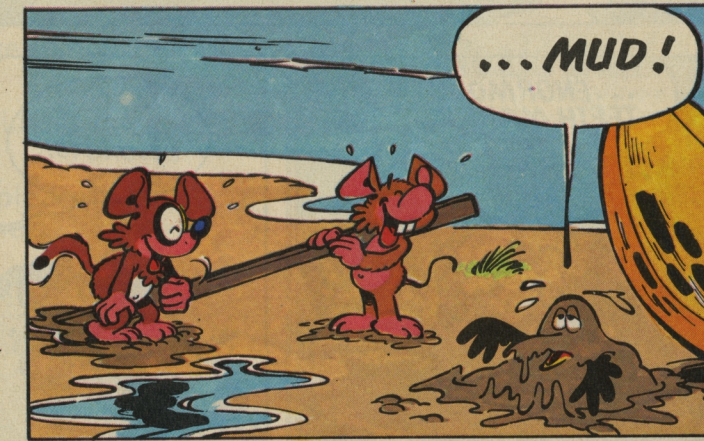
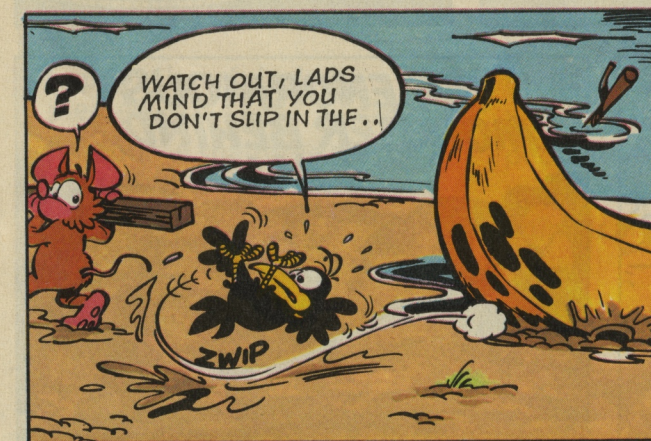
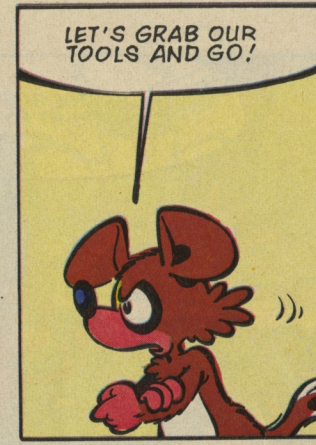
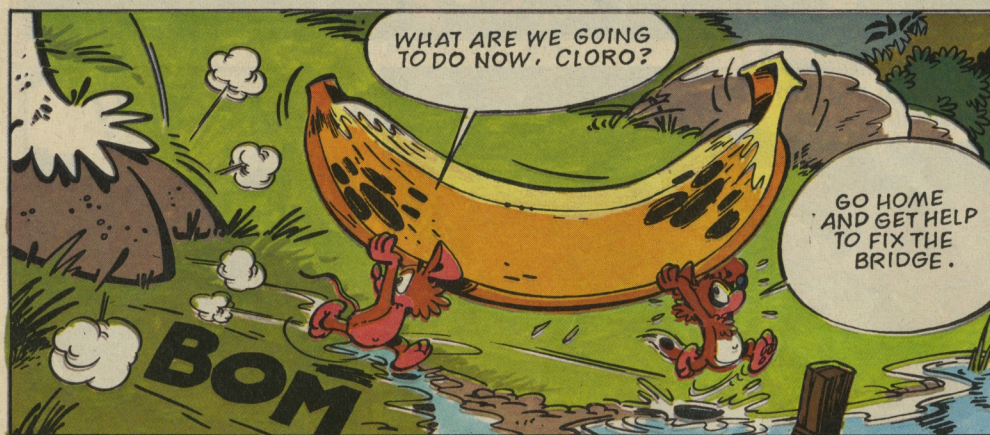
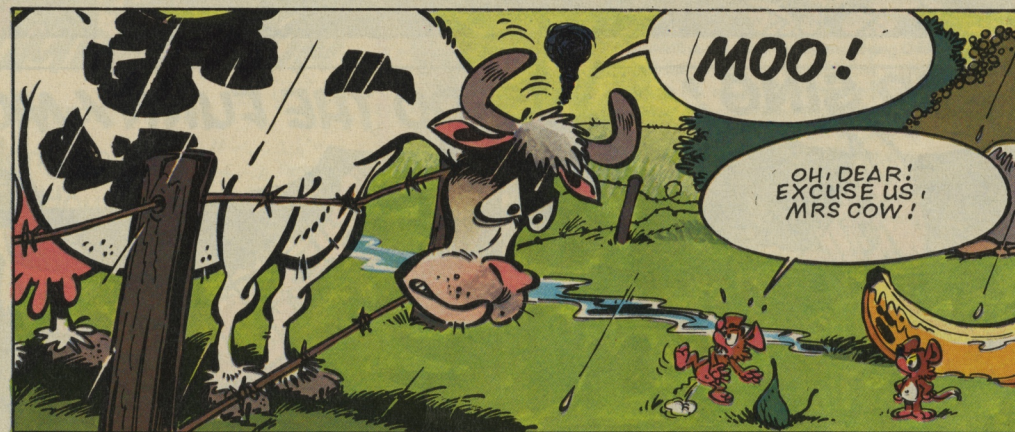
Parents Signature

If more than one of you wishes to enrol please print details
on a separate sheet of paper enclosing £2.50 cheque
or PO for each new member.

CLORO AND DIGBY

ONE HOT SUMMER DAY... WELL...
ONE SUMMER AFTERNOON... WELL...
...ONE AFTERNOON...



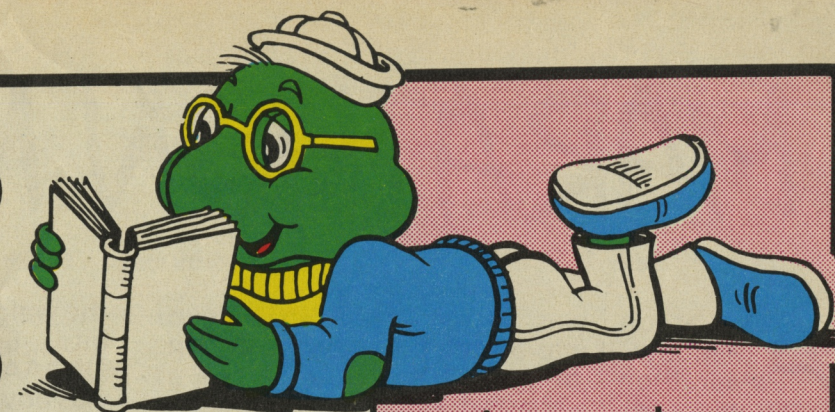




Is this the end for Digby? Find out next week!

Your very own page of words!

AS EASY AS ABC



hail A shower or storm of small ice stones.

half What you get when you split something into two equal parts.

happy Cheerful, glad, pleased.

harbour A sheltered place by the sea where ships rest.

hat Something that you wear on your head.

haunt A visit by a ghost.

health Being fit and well.

heel The back of your foot.

hen A female chicken kept on farms to lay eggs for people to eat.

honest A person who does not lie, cheat or steal.

hop To jump up and down on one foot.

horse A large animal that people ride.

house A building where people live.

human People are human—animals are not.



hat

book choice

Roald Dahl



Charlie and the Chocolate Factory by Roald Dahl. Published by Puffin Books. Price: £1.75.

Young Charlie Bucket can't believe his luck when he finds a Golden Ticket and wins the chance of a lifetime—a whole day at Willy Wonka's Chocolate Factory. Who wouldn't want to wander around the dangerously, magical place which makes such delights as scrumptious Fudgemallow Delight, Strawberry Juice Water-Pistols and Lickable Nursery Wallpaper.

This sumptuous book came number 1 in a *Sunday Times* survey to find the ten most-loved children's books!

Cut out and collect.

MARATHON MADNESS

A marathon was being held in Green Meadow. It was a little bit like the London Marathon – only smaller.

"I'll win easily!" boasted Zipper to the others inside the Clubhouse Caboose.

This outburst made Montgomery cross. "You're not the only athlete around here!" he snapped. "I could run circles around you anytime!"

"Neither of you would beat me!" piped up Rocco.

"Or me!" growled Rudyard behind him.

"Don't forget us girls!" shouted Dotty. "I'm fast on my feet!"

"Not as fast as me!" muttered Lolly as she chewed on a stick of rock.

The Gang glared at each other **"PROVE IT!"** they all shouted and ran out of the Caboose.

"Wait!" cried out Portia. "We're the Get Along Gang! We should stick together!"

But it was too late. Portia was left alone. She felt a tear trickle down her face. "The Gang has broken up!" she sighed sadly as she went outside, closing the door of the Caboose behind her.

Zipper and Montgomery were already in training, dressed in their smart track-suits. They refused to talk to each other as they ran along the street.

"I'll show Montgomery I'm the fastest!" thought Zipper, running faster to try and pull ahead of his friend.

"Zipper won't beat me!" Montgomery decided and also began to run faster. They were so busy glaring at each other they failed to see the freshly cemented path in front of them. **SQUELLCH!** They both ran into the path, much to the annoyance of Mr Bison who had just spent all morning laying it.

"GURR! YOU CAN RE-DO MY PATH!" Mr Bison told them angrily, handing both boys a trowel.

"This is your fault!" muttered Zipper.

"No, it's your fault!" snapped Montgomery. "Neither of us will be up to training after this."

Woolma was practising yoga but had become muddled when the wind blew over the pages of the book she was reading from. Somehow she had managed to tie herself up in a knot. She did look silly!

"Help!" she cried as she bounced along the pavement. "Someone untie me!"

Rocco was weightlifting to build up his strength. **"HUP! ONE! TWO!"** he said as he lifted a weight over his head. Dotty was skipping close by. Suddenly Dotty's rope caught Rocco's foot, tripping him over.

"WHOOOF!" gasped Rocco as he fell, dropping

the weight. It rolled along the ground and crashed into Bingo who was touching his toes. **"WAAAAH!"** yelped the surprised beaver as he was bowled over. The weight continued on its way and headed for Rudyard who was on the ground doing press-ups.

"LOOK OUT!" cried Dotty, but it was too late. **SQUASSH!**

The weight ran over Rudyard, flattening him! "Urrggle!" Rudyard gasped as the breath was knocked out of him.

The Gang hobbled back to the Clubhouse Caboose. "I ache all over!" moaned Zipper as he staggered along the street. "Cementing that path has worn me out!"

"Me too!" agreed Montgomery who felt he couldn't walk another step. They saw the others standing beside the Caboose door, looking worried. A note from Portia was pinned to the door.

"SINCE ALL MY CHUMS HAVE BROKEN UP I'M LEAVING THE GET ALONG GANG FOR GOOD!" it read.

"This is our fault!" wailed Dotty in despair. "We were so busy squabbling we didn't see how much it was upsetting Portia."

"We must find her!" said Bingo. "But where could she have gone?"

"She does like walks in the countryside," Woolma reminded them.

"Let's go, Gang!" cried Montgomery, and they all dashed off to find their friend.

It was not long before they heard a voice crying out in fright. **"HELLLLP!"**

"That's Portia!" said Rocco, pointing to a nearby field.

The Gang stood at the gate of a field and looked in horror at the sight of Portia being chased by an angry bull.

"She must have wandered into the field by mistake" said Bingo. It was then that Portia fell over!

"Follow me!" Montgomery shouted as he ran into the field.

The Gang split up and ran to different ends of the field.

"YAAAH! Silly bull!" yelled Montgomery. The bull stopped running at Portia. With a bellow of annoyance it thundered towards Montgomery!

Rocco threw a stone which hit the bull on the nose. Forgetting about Montgomery the bull charged at Rocco.

Rudyard pulled off his red jumper and waved it at the bull. The bull turned again, giving Rocco a chance to run for cover. This time the bull galloped

madly towards Rudyard. **"OLEY!"** cried Rudyard as he leapt for safety and the bull thundered past him.

"YOO HOO! MR BULL!" shouted Woolma from the other side of the field. "Can't catch me!"

The bull turned again and charged towards Woolma, but he was tired from all this running about and Woolma managed to run away before he could reach her.

Dotty picked up Portia and pulled her out of the field. The others soon followed, leaving the bull very tired and very confused.

"Thank you!" cried Portia. "I didn't think I'd ever see you again!"

"Don't worry, Portia," said Bingo kindly. "We're back as a Gang now."

"Yes," agreed Montgomery. "Let's win this marathon as a team!"

"YAAAY!" cheered the others. They had had enough of being rivals.

They decided Zipper and Montgomery should enter the marathon. The rest of the Gang positioned themselves along the route, feeding the boys water and oranges to cool them down and shouting encouragement to keep them going.

"GO! GO! GO!" yelled Dotty at the finishing line as Montgomery and Zipper ran harder to pass the leading runner. It was a close race, but, holding hands, Zipper and Montgomery passed the winning line **TOGETHER!**

"HURRAY!" shouted the rest of the Gang.

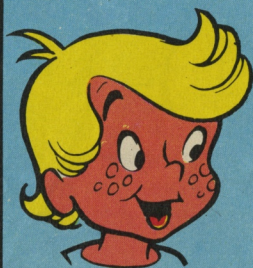
To Portia's surprise the Gang carried her on top of their shoulders. "You're our lucky mascot!" Montgomery told her. "You also taught us the value of staying together!"

Portia did feel proud.



TOP DOG

Top Dog has been going out alone at night – while, at a nearby Top Secret US Defence Station – secrets are being stolen...



Joey Jordan



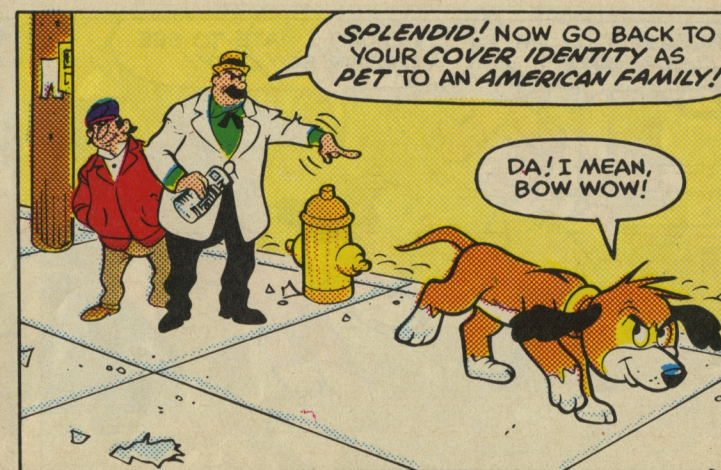
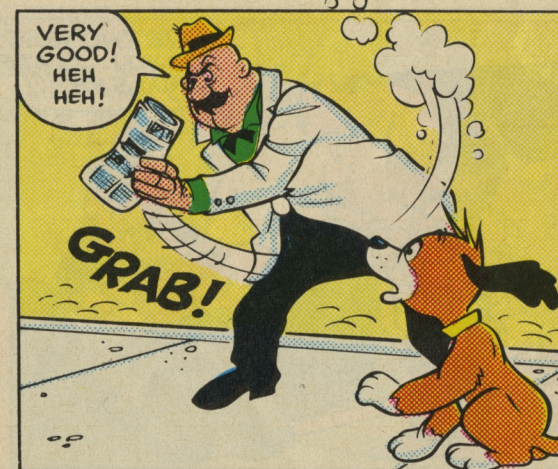
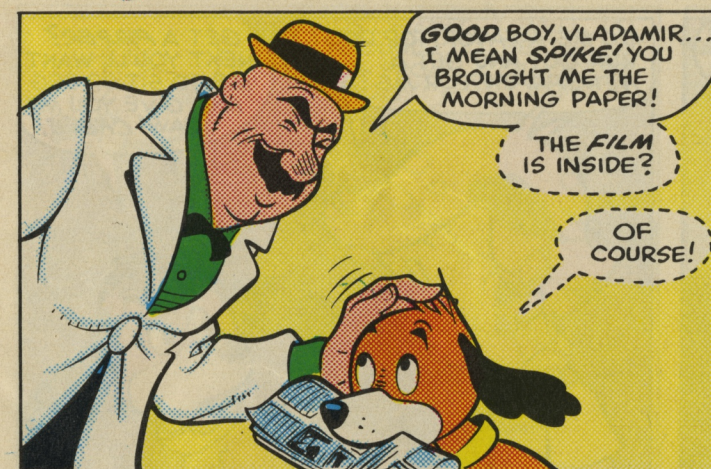
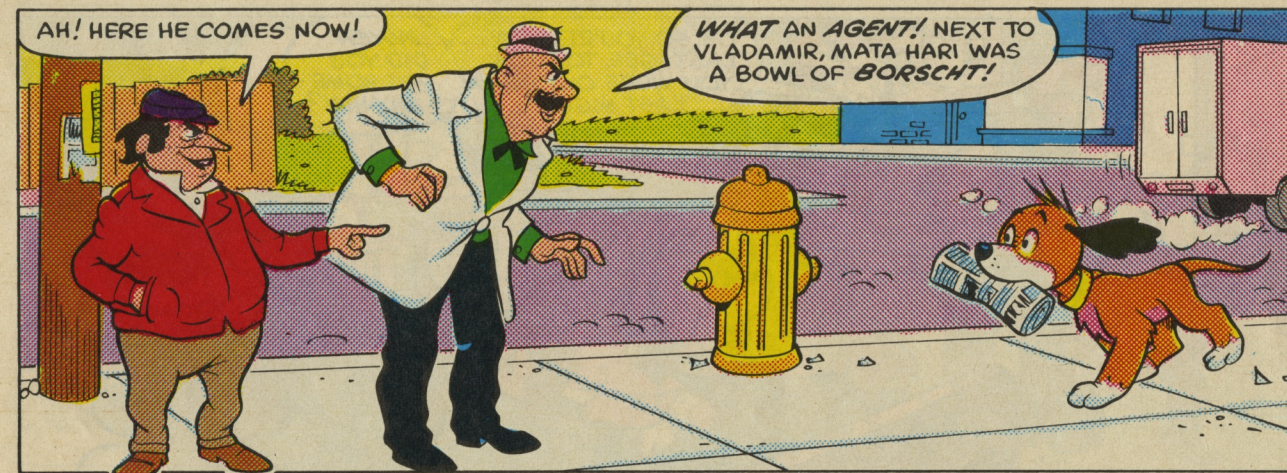
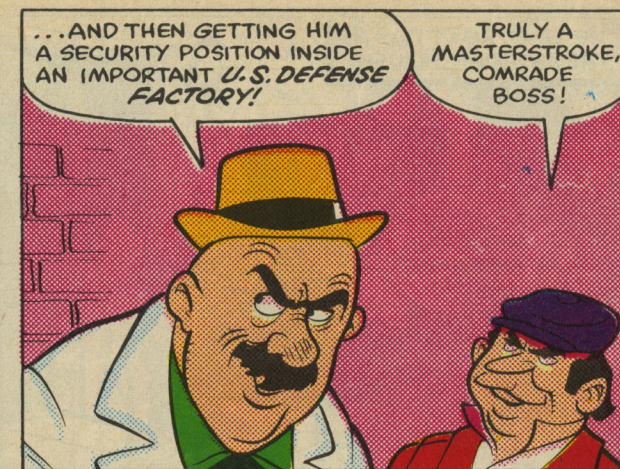
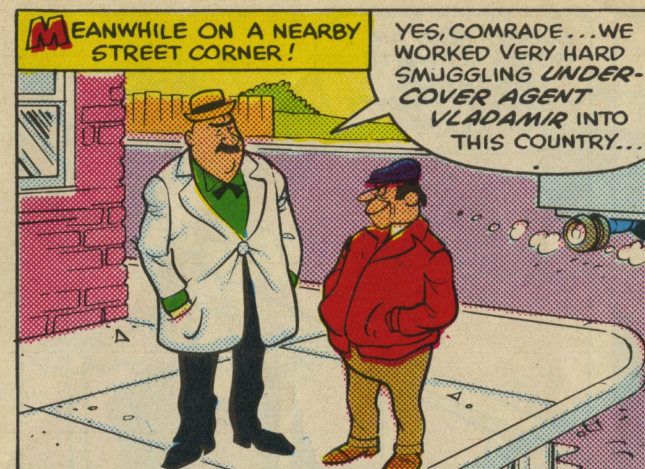
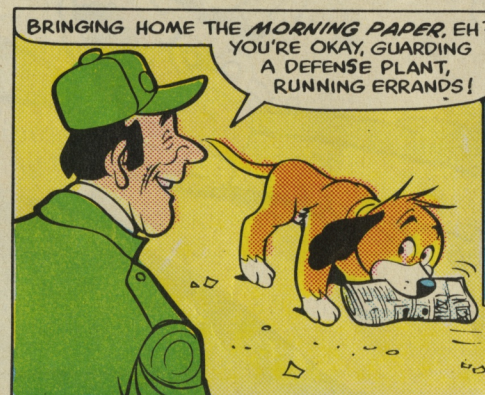
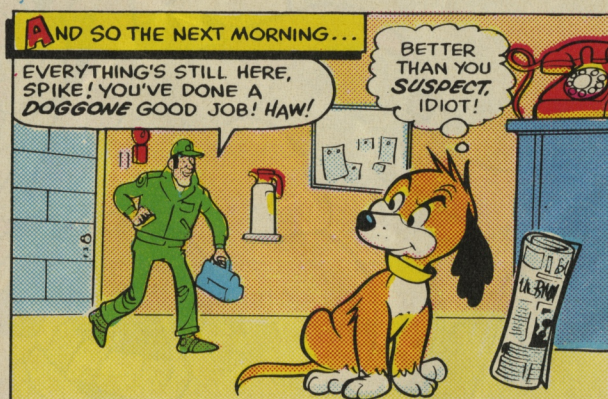
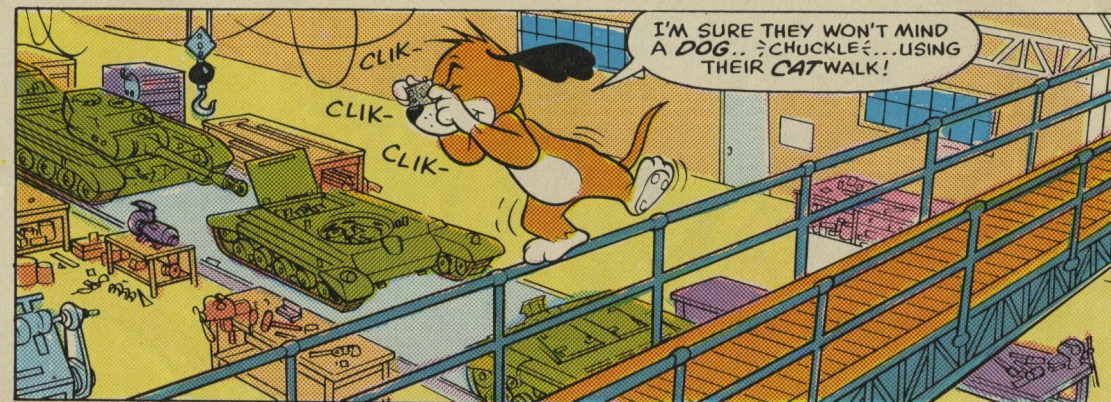
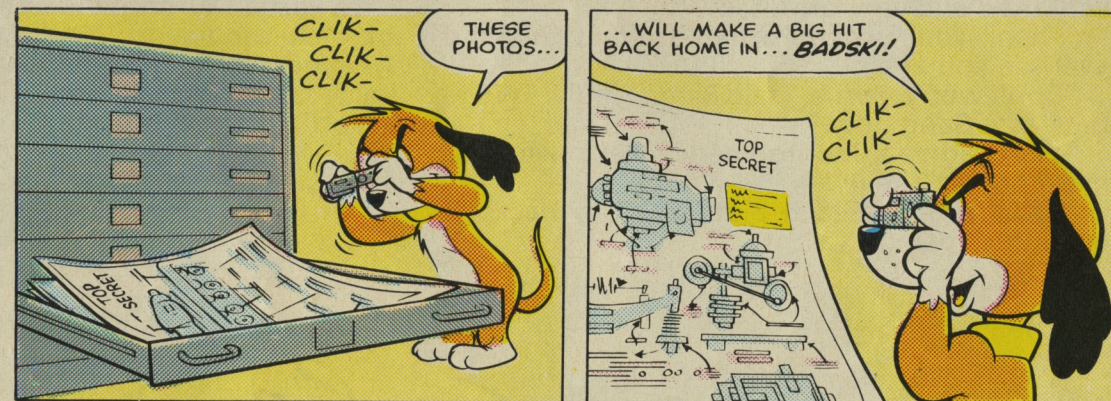
Joey's mum

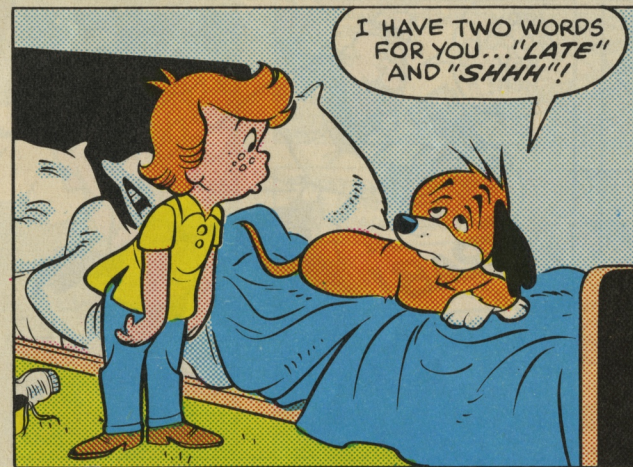
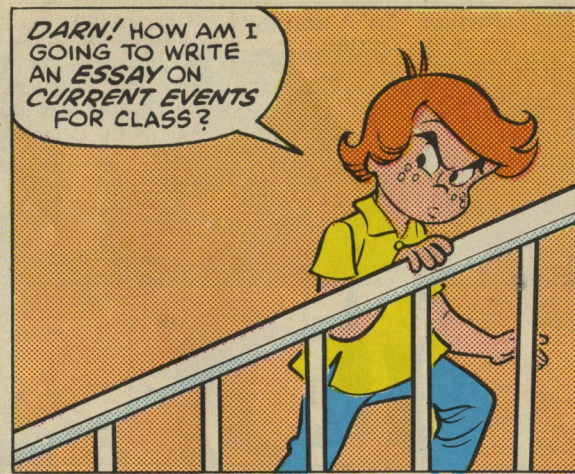
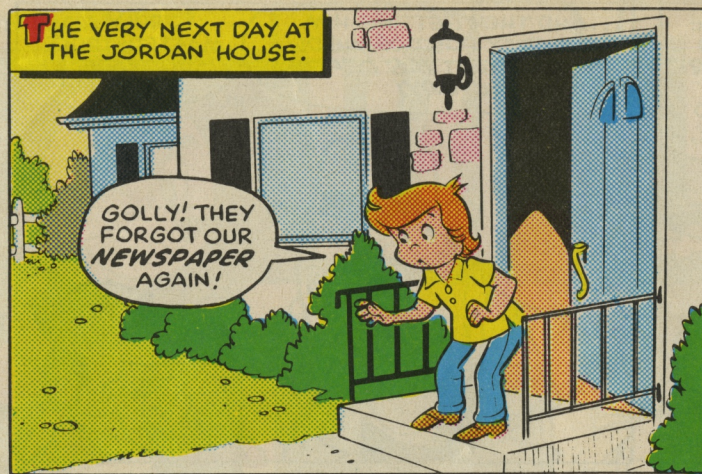


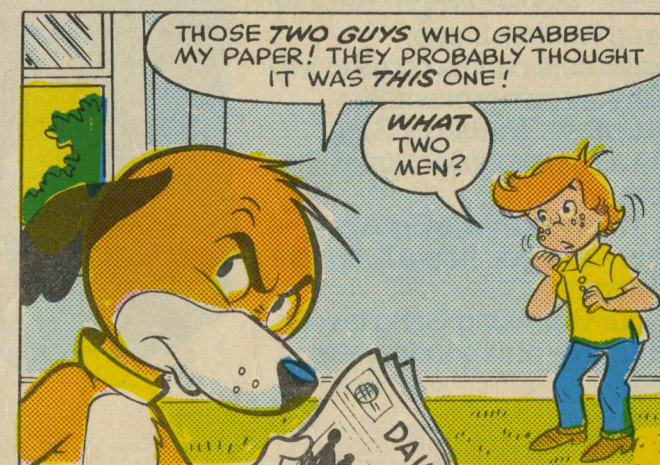
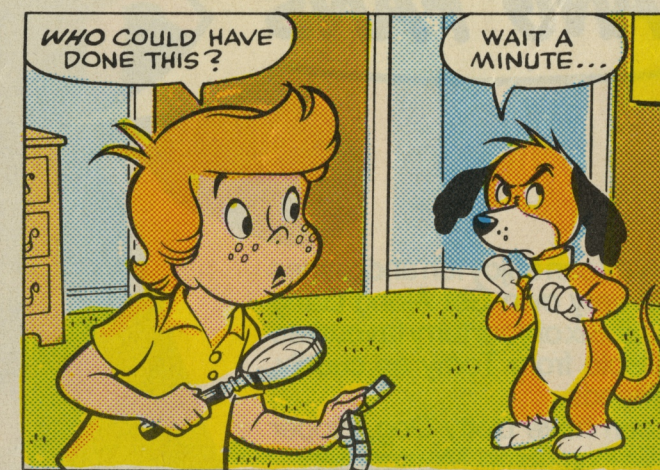
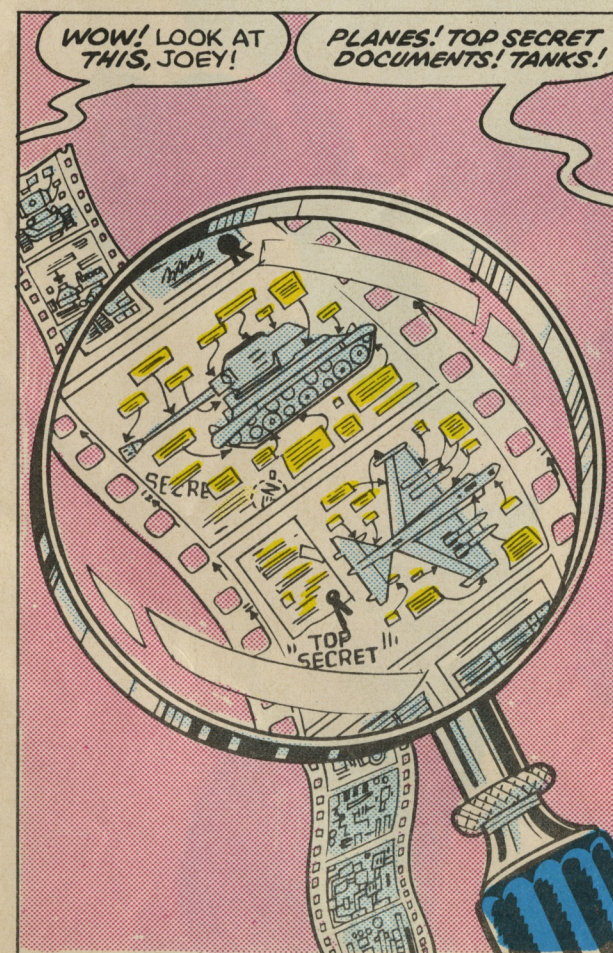
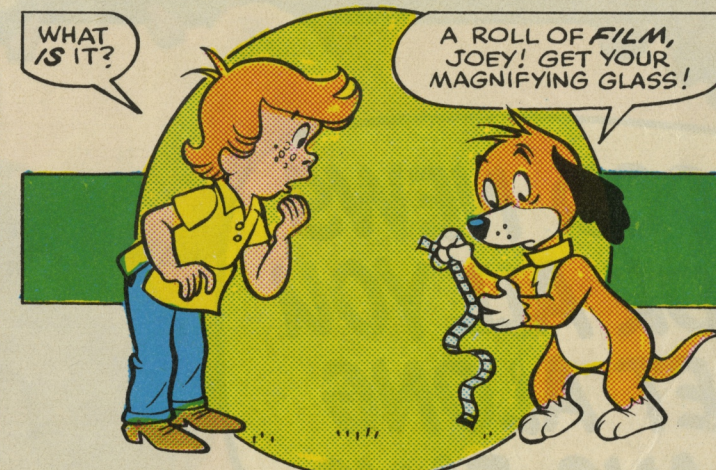
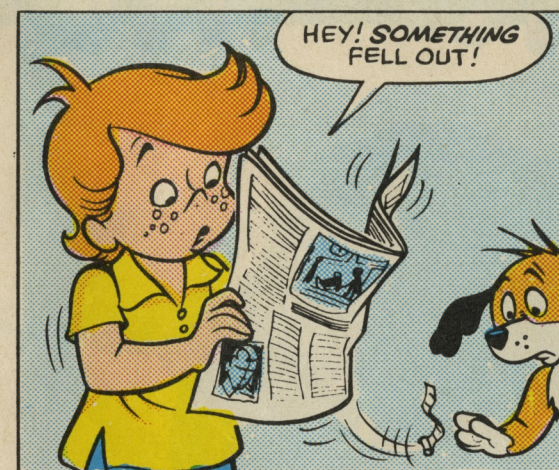
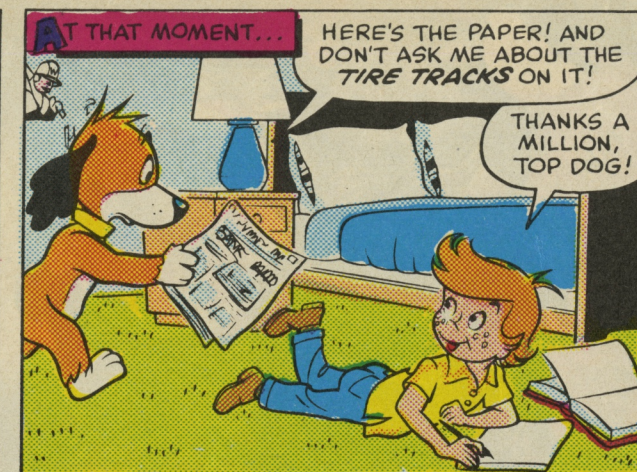
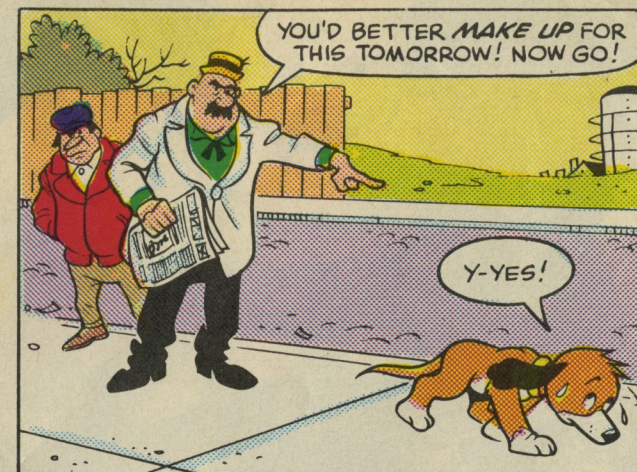
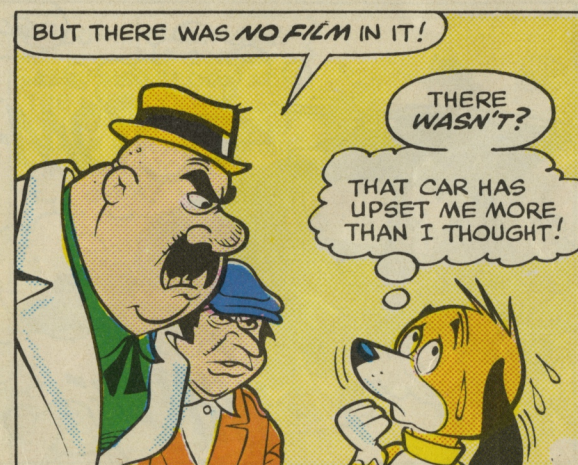
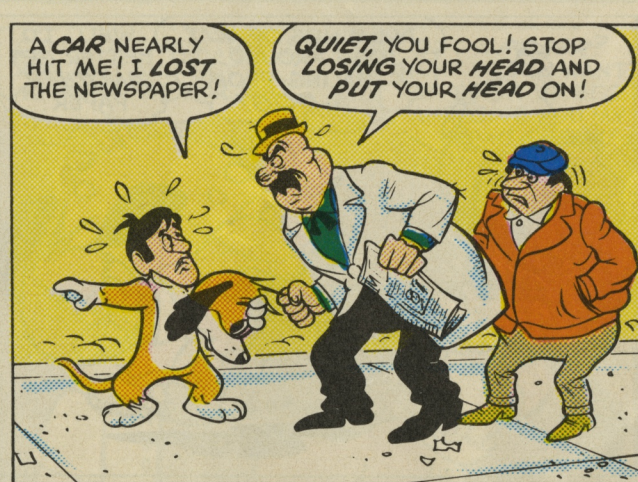
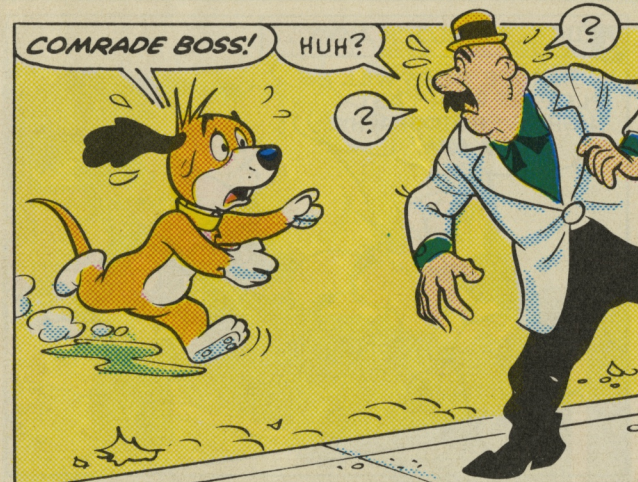
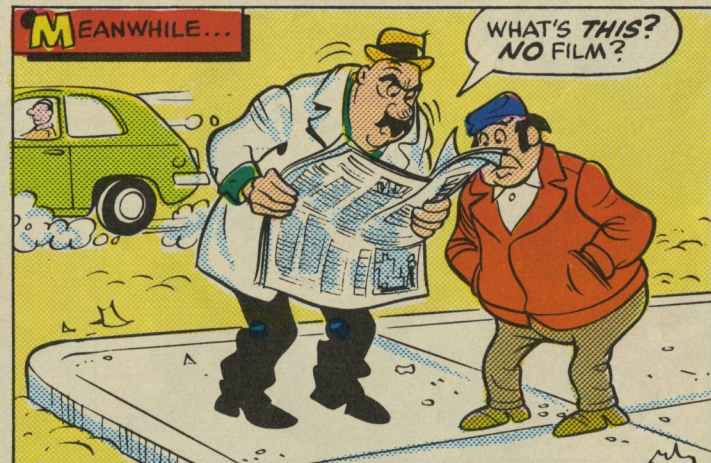
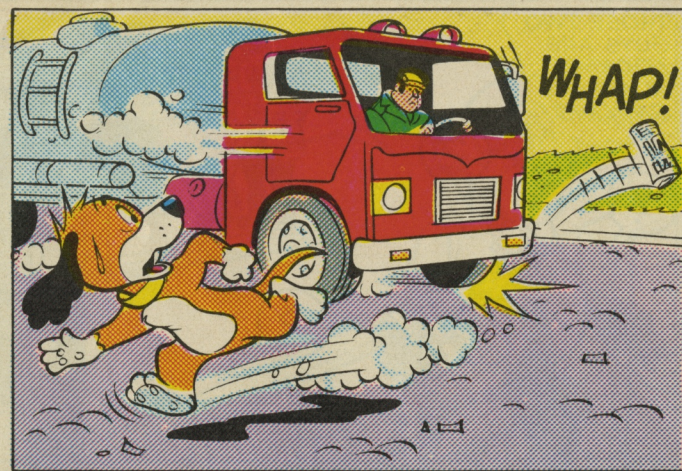
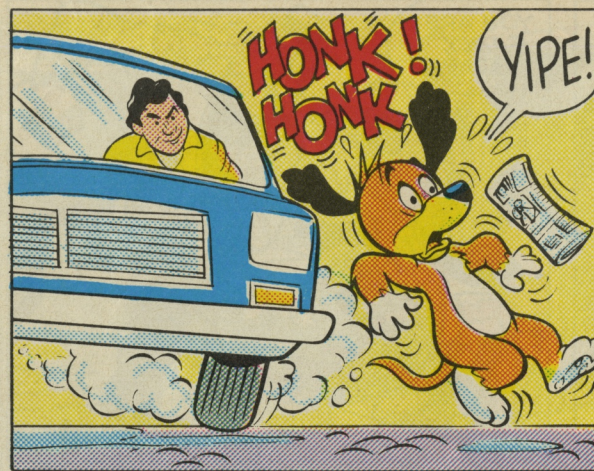
Joey's dad



Lizzie Jordan









**GOOD NEWS
FOR ALL YOU
GET ALONG
GANG FANS**

Now you can enjoy fun and games with your very own Get Along Gang characters. Six of your furry favourites are available from Tomy as cuddly, lovable friends.

You can have Dotty Dog, Zipper Cat, Portia Porcupine, Montgomery "Good News" Moose, Bingo "Bet It All" Beaver and Woolma Lamb.

All these cute chums come in two sizes, with their own removable colourful clothes. The larger Gang members also have roller skates that really work.

That's the good news Get Along Gang fans – and you heard it straight from Montgomery.

Get your Get Along Gang favourites from Tomy – at all good toy shops.
ONLY FROM:

TOMY

DOTTY DOG™, ZIPPER CAT™, PORTIA PORCUPINE™,
MONTGOMERY "GOOD NEWS" MOOSE™,
BINGO "BET IT ALL" BEAVER™, and WOOLMA LAMB™

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